

**Listing of Claims**

Claims 1-13 have previously been withdrawn. Claims 14-23 and 25-30 are being cancelled by this amendment and claim 24 has previously been cancelled. Claims 31-49 are being added by this amendment. Thus, claims 31-49 are now pending in this application. This Listing of Claims replaces all prior versions, and listings, of claims in the above-captioned application.

1. (Withdrawn) A system for providing tournaments for players of amusement game machines comprising:

one or more amusement game machines located at each of a plurality of game machine sites, each of the amusement game machines being adapted for electronic communication via the Internet; and

one or more web servers adapted for communication via the Internet and further adapted to locate and communicate with the amusement game machines via the Internet.

2. (Withdrawn) The system of claim 1 wherein one or more of the one or more web servers are adapted to group the amusement game machines into tournament groups according to one or more criteria and further wherein one or more of the one or more web servers are adapted to provide tournaments within the tournament groups.

3. (Withdrawn) The system of claim 2 wherein the criteria are selected from a group consisting of location, geographic region, amusement game machine type, game machine site type, game selection available on the amusement game machines, and difficulty levels available on the amusement game machines.

4. (Withdrawn) The system of claim 2 wherein the tournaments comprise a plurality of amusement games.

5. (Withdrawn) The system of claim 4 wherein the amusement games are selected from a group consisting of puzzle games, sports games, and driving games.

6. (Withdrawn) The system of claim 4 wherein winners of the tournaments are determined by aggregate scores from the plurality of amusement games.

7. (Withdrawn) The system of claim 1 further comprising one or more updateable tournament leader boards disposed at one or more of the game machine sites.

8. (Withdrawn) A system for providing tournaments for players of amusement game machines comprising:

one or more amusement game machines disposed at a plurality of game machine sites;

one or more amusement game machine site servers disposed at each of the game machine sites, the amusement game machine site servers being adapted to communicate with one or more of the amusement game machines and with an outside network; and

one or more tournament servers adapted to communicate with the game machine site servers and further adapted to provide tournaments for players of the amusement game machines.

9. (Withdrawn) A method for providing a tournament for players of amusement game machines comprising:

providing a plurality of game machines at game machine sites for play by tournament players, the game machines including communication devices;

sending game and player information from the game machines via the communication devices to one or more tournament servers, the tournament servers being adapted to accept the information; and

performing operations on the game and player information at the tournament servers, the operations including tracking game and player information and updating game and player information.

10. (Withdrawn) The method of claim 9 further comprising determining a tournament outcome from the game and player information.

11. (Withdrawn) The method of claim 10 further comprising informing the tournament players of the tournament outcome.

12. (Withdrawn) The method of claim 11 further comprising providing successful tournament players with a selection of awards based on the tournament outcome.

13. (Withdrawn) The method of claim 12 further comprising accepting award choices from the successful tournament players.

14-30. (Cancelled)

31. (New) A tournament network for providing tournaments among players of the tournament network comprising:

a plurality of game devices adapted to communicate over a network, the plurality of game devices being operated in a plurality of locations;

one or more servers adapted to communicate with the plurality of game devices over the network, the one or more servers being adapted to group the plurality of game devices into a plurality of location-based groups, each of the plurality of location-based groups consisting of one or more defined geographic locations of the plurality of game devices; and

one or more databases adapted to communicate with the one or more servers over the network, the one or more databases storing information pertaining to each of the plurality of location-based groups.

32. (New) The tournament network of claim 31, wherein each of the location-based groups consist of at least one of the plurality of game devices to at most all but one of the plurality of game devices.

33. (New) The tournament network of claim 31, wherein an honor is provided to at least one player within each of the plurality of location-based groups, the honor being different between a first of the plurality of location-based groups and a second of the plurality of location-based groups.

34. (New) The tournament network of claim 31, wherein the plurality of locations are organized in a tree structure having a plurality of levels.

35. (New) The tournament network of claim 34, wherein an operator can design the plurality of levels by designating which of the plurality of locations are located within each of the plurality of levels.

36. (New) The tournament network of claim 34, wherein an operator can select which of the plurality of levels will compete in a tournament against another of the plurality of levels.

37. (New) The tournament network of claim 34, wherein each of the plurality of levels represent a geographical region.

38. (New) The tournament network of claim 37, wherein a first level of the plurality of levels represents a continent.

39. (New) The tournament network of claim 37, wherein a first level of the plurality of levels represents at least one nation.

40. (New) The tournament network of claim 39, wherein a second level of the plurality of levels subdivides the at least one nation represented by the first level into a plurality of second regional levels.

41. (New) The tournament network of claim 40, wherein the plurality of second regional levels are adjusted based on population changes within the plurality of second regional levels.

42. (New) The tournament network of claim 40, wherein a third level of the plurality of levels subdivides the plurality of second regional level into a plurality of third regional levels, each of the plurality of third regional levels representing one or more city or state.

43. (New) The tournament network of claim 43, wherein a fourth level of the plurality of levels subdivides the plurality of third regional levels into a plurality of fourth regional levels.

44. (New) The tournament network of claim 43, wherein each of the fourth regional levels represents an individual one or more of the plurality of locations.

45. (New) A method for providing a tournament for players of amusement game machines comprising:

providing a plurality of game machines at game machine sites for play by tournament players, each of the plurality game machines including at least one communication device;

sending game information from the plurality of game machines via the communication devices to one or more tournament servers, the tournament servers being adapted to accept the information;

identifying the location of each of the plurality of game machines sending game information to the one or more tournament servers; and

grouping the plurality of game machines into a plurality of location-based groups, each of the location-based groups consisting of one or more identified geographical locations of the plurality of game machines.

46. (New) The method of claim 45 further comprising, providing an honor to at least one tournament player within each of the plurality of location-based groups, the provided honor being different between a first of the plurality of location-based groups and a second of the plurality of location-based groups.

47. (New) The method of claim 45 further comprising, organizing the plurality of locations in a tree structure having a plurality of levels, each of the plurality of levels consisting of one or more of the plurality of gaming machines.

48. (New) The method of claim 47, wherein an operator can organize the plurality of levels by designating which of the plurality of identified locations are located within each of the plurality of levels.

49. (New) The method of claim 47 further comprising, selecting which of the plurality of location-based groups will compete in a tournament against another of the plurality of location-based groups.